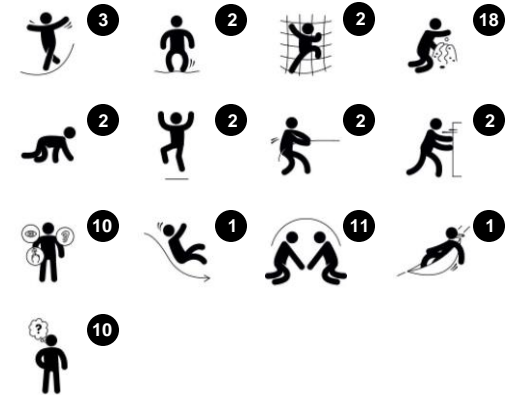


Globetrotter

PCE2003



Item no. PCE200300-0602	
General Product Information	
Dimensions LxWxH	652x549x354 cm
Age group	1+
Play capacity (users)	32
Colour options	



The Globetrotter offers an irresistible play journey for younger children. Thanks to the rich variation in activities, the children have new discoveries to make, time after time. The wide selection of intriguing sensory and responsive activities stimulate the child's thinking skills. Sand scoops, gearing wheels, music panels and turning tables make great points for

concentrating on play. Additionally, they can work from both sides of panels, stimulating social skills such as taking turns. A range of appealing physical activities train motor skills such as cross-coordination and balance: A small tunnel and slide make the beginning and end of the Globetrotter. Bouncy, swaying play events in the hammock and bridge train

balance and cross-coordination. It is great fun to bounce one another, and the understanding of cause-and-effect is also trained.

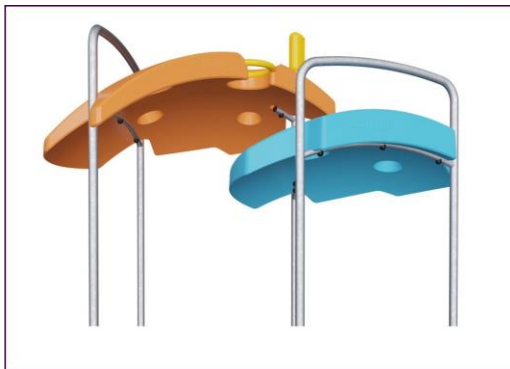


Globetrotter

PCE2003



The Curved ELEMENTS panels are moulded of UV stabilised recyclable PE with multiple options for in-build play features that also ensures a strong panel solution. Straight panels are made of KOMPAN 19mm PE EcoCore™ which is a highly durable, ecofriendly and recyclable material.



The ELEMENTS roofs are made of recyclable PE with a minimum wall thickness of 5 mm to ensure high durability in all climates around the world. The steel pipes are hot dip galvanised inside and outside for maximum durability.



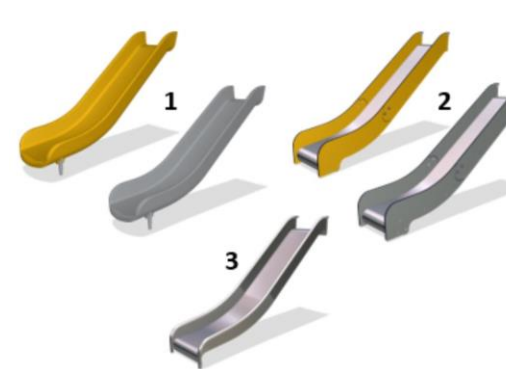
ELEMENTS products are available in three different colour combinations: classic blue & green, blossom orange & yellow, nature lime and green.



ELEMENTS decks are made of 17.8mm thick HPL supported by a unique designed aluminium frame with multiple attachment options by usage of aluminium connectors. The main posts are made of high quality pre-galvanised steel with powder coated top finish. Post tops are closed with caps of UV stabilised nylon (PA6).



ELEMENTS rubber membranes are conveyor belt made of layers of rubber mixed of natural rubber and SBR rubber, and embedded with layers of armouring made of woven PE and PA. The thickness 8mm ensures high durability in any environment.



Slides are available in three different materials: moulded on piece PE slides, Combined EcoCore™ sides and stainless steel slide bed t=2mm. Full stainless steel AISI304 t=2mm.

Item no. PCE200300-0602

Installation Information

Max. fall height	100 cm
Safety surfacing area	57,8 m ²
Numbers of installers (persons)	2
Total installation time	35.1
Excavation volume	0,84 m ³
Concrete volume	0,08 m ³
Footing depth (standard)	80 cm
Shipment weight	1.020 kg
Anchoring options	In-ground ✓ Surface ✓

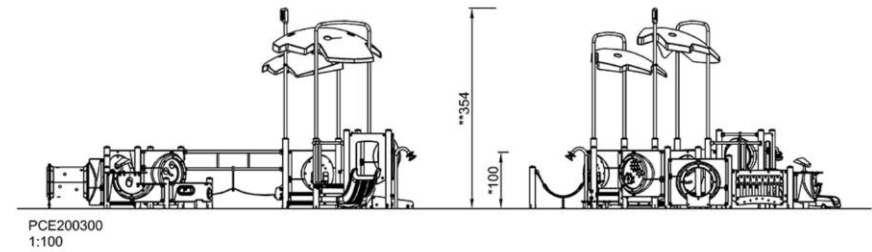
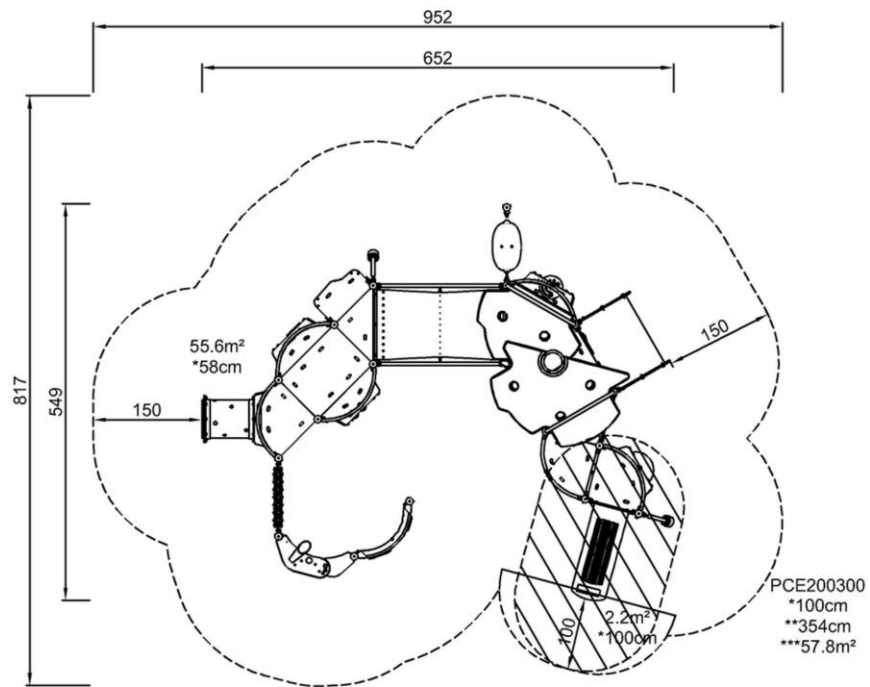
Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
Curved panels	5 years
Membrane	2 years
Spare parts guaranteed	10 years



* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



[Click to see 1:100 ratio TOP VIEW](#)



Talk tube

Social-Emotional: encourages communication and social interaction.
Cognitive: evokes curiosity and stimulates an understanding of cause and effect and object permanence: objects and persons exist also when out of sight.



Flap door

Physical: tactile stimulation from leaning the body through rubber doors.
Social-Emotional: stimulates turn-taking.
Cognitive: suggests a theme and supports dramatic play, which stimulates languages and communication skills.



Hammock

Physical: coordination and sense of balance when swaying.
Social-Emotional: meeting, pushing friends gently back and forth, turn-taking.
Cognitive: for toddlers cause and effect understanding.



Slide

Physical: sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.
Social-Emotional: empathy stimulated by turn-taking.
Cognitive: young children develop their understanding of space, speed and distances when sliding down quickly.



Membrane bridge

Physical: agility, balance and coordination, force of movement and sense of effort. Development of bone density when jumping.
Social-Emotional: turn-taking, problem solving and cooperation when bouncing others. Relaxation when lying or sitting, being bounced by others.
Cognitive: understanding of cause and effect, logical thinking.



Sand scoops panel

Physical: hand eye coordination and push-pull movements.
Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.
Cognitive: logical thinking: cause and effect understanding when running scoops in grooves or shifting materials from scoop to scoop.
Creative: shifting scoops, creating new scoop positions.



Changeable sand funnel

Social-Emotional: supports cooperation and turn-taking as children pour water or materials into the funnel.
Cognitive: the passing of materials through funnels develops the children's logical thinking and for younger children the understanding of object permanence: that materials don't vanish, but run through at the other end.
Creative: the sand funnel can be turned, creating new directions of dispensing materials.



Xylophone music panel

Social-Emotional: invites social interaction and co-creation for more children, on both sides.
Cognitive: understanding of cause and effect when striking tubes and creating sound.
Creative: the creation of different intensity and tonality stimulates creative skills.



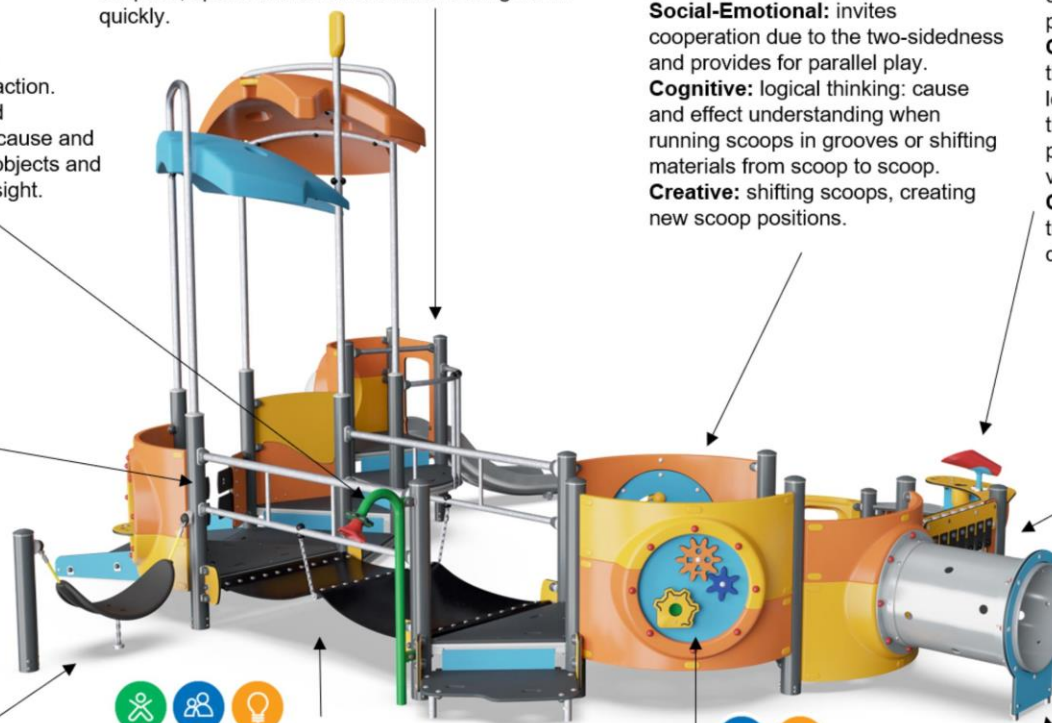
Gear wheels panel

Social-Emotional: invites cooperation due to the two-sidedness and provides for parallel play.
Cognitive: the gears stimulate cause and effect understanding and logical thinking.



Tunnel

Physical: the children crawl through the tunnel, developing motor skills such as cross-body coordination and proprioception.
Social-Emotional: turn-taking when passing each other.





PHYSICAL
Joy of movement:
motor skills, muscle, cardio
and bone density



SOCIAL-EMOTIONAL
Joy of being together:
teamwork, tolerance and
sense of belonging



COGNITIVE
Joy of learning:
curiosity, understanding of causal
relationships and knowledge of the world



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



BALANCE
To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).



HANG IN ARMS
To hang in arms is the act of carrying the body with the hands or arms, possibly to traverse to another platform or play item.



SENSORY
To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE
To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP
To jump is the act of jumping up or down on a hard surface.



SLIDE
To slide is the act of moving fast downwards seated on a slide.



CLIMB
To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



PULL
To pull is the act of pulling an item towards you or you towards an item with one or both hands, or possibly using the entire body.



SOCIALIZE
To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



CONSTRUCT
To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.



PUSH
To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN
To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL
To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK
To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



SWAY
To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.



DRAMATIC PLAY
Dramatic play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.



ROTATE
To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING
To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



GLIDE
To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.



RULES PLAY
Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.



WONDER
To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.